

LISTING OF CLAIMS:

Please cancel claims 2, 3, 8, 10-24, and 27 without prejudice or disclaimer, amend claims 1, 4-7, 9, 25, and 26, and add new claims 28-44, as follows:

1. (Currently Amended) A method for emulating a two-button mouse-type computer input device, comprising steps of:

~~receiving a predetermined input generated by digitizing pen and a digitizing writing surface; and~~

displaying a user interface having a plurality of ~~soft buttons in response to the predetermined input, the plurality of soft buttons providing selectable functionality of a two-button mouse-type computer input device~~selectable functions including at least one of a shift function, a control function, or an alternate function;

~~receiving a user selection of at least one of the functions; and~~

~~sending a mouse button event modified by the selected function.~~

2. (Canceled).

3. (Canceled).

4. (Currently Amended) The method according to claim 3~~1~~, further comprising a step of hiding the user interface ~~when responsive to receiving the user selection of a selected soft button is received.~~

5. (Currently Amended) The method according to claim 1, wherein the plurality of ~~soft buttons~~selectable functions further includes a bull's-eye function.

6. (Currently Amended) The method according to claim 5, further comprising steps of:

receiving a user selection for the bull's-eye function; and

sending a right-button event to an application ~~displayed below the user interface~~
in response to the user selection for the bull's-eye function.

7. (Currently Amended) The method according to claim 1, further comprising steps of:

starting an inactivity timer when the user interface is displayed; and

hiding the user interface when a predetermined amount of time elapses without
receiving ~~a the~~ user selection ~~of at least one of the plurality of soft buttons~~.

8. (Canceled).

9. (Currently Amended) A computer-readable medium ~~having storing~~ computer-executable instructions for performing the steps recited in claim 1 ~~for emulating a two button mouse type computer input device, comprising:~~

——— ~~receiving a predetermined input generated by digitizing pen and a digitizing writing surface; and~~

——— ~~displaying a user interface having a plurality of soft buttons in response to the predetermined input, the plurality of soft buttons providing selectable functionality of a two button mouse type computer input device.~~

Claims 10-24. (Canceled).

25. (Currently Amended) The method according to claim 1, wherein said displaying step displays said user interface ~~near at a point of contact between said~~location on a digitizing writing surface that depends upon a location of a digitizing pen and~~said~~in relation to the digitizing writing surface.

26. (Currently Amended) The computer-readable medium according to claim 9, wherein said displaying step displays said user interface ~~near at a point of contact between said~~location on a digitizing writing surface that depends upon a location of a digitizing pen and~~said~~in relation to said digitizing writing surface.

27. (Canceled).

28. (New) The method of claim 1, wherein the step of displaying includes displaying the user interface in response to receiving a user input.

29. (New) The method of claim 28, wherein the step of displaying further includes a step of comparing the user input with a predetermined gesture, and displaying the user interface in response to receiving the user input if the user input matches the predetermined gesture but not if the user input does not match the predetermined gesture.

30. (New) The method of claim 28, wherein the user input is an in-air gesture by a digitizing pen in relation to a digitizing writing surface.

31. (New) A computer having a display and a user input device, configured to perform the steps recited in claim 1.

32. (New) In a stylus-based computer, a method comprising steps of:

detecting a gesture by a stylus;
responsive to the gesture being a particular gesture, displaying a graphical user interface including a user-selectable keyboard function;
detecting a first user interaction with the graphical user interface to select the keyboard function; and
responsive to a stylus input, sending a mouse button event modified in accordance with the user-selected keyboard function.

33. (New) The method of claim 32, wherein the keyboard function is a Shift key function.

34. (New) The method of claim 32, wherein the keyboard function is a Control key function.

35. (New) The method of claim 32, wherein the keyboard function is an Alternate key function.

36. (New) The method of claim 32, wherein the first user interaction is a stylus-based user input.

37. (New) The method of claim 32, wherein the stylus input is a tap of the stylus on a touch-sensitive display.

38. (New) The method of claim 32, wherein the step of displaying includes displaying the graphical user interface at a location of a stylus-sensitive display that depends upon a location of the stylus relative to the display.

39. (New) The method of claim 32, wherein the gesture is an in-air gesture.
40. (New) The method of claim 32, further including a step of removing the graphical user interface from being displayed responsive to the stylus input.
41. (New) The method of claim 32, wherein the step of sending includes sending the mouse button event modified in accordance with the user-selected keyboard function to a running application.
42. (New) The method of claim 32, further including a step of locking the user-selectable keyboard function in response to a second user interaction with the graphical user interface.
43. (New) The method of claim 42, further including a step of unlocking the user-selectable keyboard function in response to a third user interaction with the graphical user interface.
44. (New) A computer-readable medium storing computer-executable instructions for performing the steps recited in claim 32.